

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)
Style: natural
1♣ → 2♣: both majors (54xx or 45xx). 2 nd and 4 th position.
1♣ → 2♦: both majors 55xx. 2 nd and 4 th position.
1♦ → 2♦: both majors. 2 nd and 4 th position.
1M → 3♣: oM + ♦. 2 nd and 4 th position.
1M → Cue bid: oM + ♣
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-18 HCP. 2♣ Stayman. Transfers.
Reopening: 11-14 HCP. 2♣ Stayman. Transfers.
4 th Live: other suits.
JUMP OVERCALLS (Style; Responses; Unusual NT)
One suit: weak
Unusual NT: 2 lowest suits.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1♣ → 2♣: both majors (54xx or 45xx). 2 nd and 4 th position.
1♦ → 2♦: both majors. 2 nd and 4 th position.
1M → Cue bid: oM + ♣
Jump Cue bid: ask for stop for 3NT.
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL: 1 suit.
2♣: ♣+♥ / 2♦: ♦+♥ / 2♥: ♥+♠ / 2♠: ♠+m / 2NT: mm
3x: short with 1444 or 0445
Reopening: same.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs weak 2M: 2NT: 15-18; 4M: mm; 4♣♦: oM + ♣♦
Take out DBL
Lebensohl
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♣ → DBL: MM
1♣ → 1NT: mm
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL: 10+; 1/1 F1; 2/1 NF
Jumps: PRE
2NT: Raise.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd / 5 th	3 rd / 5 th	
NT	2 nd / 4 th	3 rd / 5 th	
Subseq	Attitude		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK; AK+ (even)	AK; AK+ (even)	
King	KQ; Kx; AK+ (odd)	KQ; Kx; AK+ (odd)	
Queen	QJ; Qx; KQx(x)	QJ; Qx; KQx(x)	
Jack	J10; Jx; QJx(x)	J10; Jx; QJx(x)	
10	109; 10x; J10x(x)	109; 10x; J10x(x)	
9	9x; 109x(x)	9x; 109x(x)	
Hi-X	Sx; HxS; HxSx	Sx; xSx; xSxx	
Lo-X	HxS; xxS; HxxxS; xxxxS	HxS; HxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Hi/Lo: E	Hi: ENC
Suit 2			
3			
1	Attitude	Hi/Lo: E	Hi: ENC
NT 2			
3			
Signals (including Trumps):			
Trumps: Hi = interest to ruff.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
2 nd : 11+			
Reopening: 8+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
(1M) – DBL – (2SUPP) – DBL: mm			
(1m) – DBL – (2SUPP) – DBL: MM			
NEG DBL THRU 4♠			
1x – (1y) – DBL: No 4 cards to M			
1NT – (O/C) – DBL: RESP			
Lightner			

EBL CONVENTION CARD
CATEGORY: GREEN
NCBO: SPAIN
PLAYERS: <u>Almirall</u> / <u>Llopart</u>
EVENT:
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Five cards major.
1♣: 2+ cards.
1♦: 4+ cards.
1NT Opening: 15-17 HCP
Can have 5 M or 6 m
2 OVER 1: F2NT
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣: FG
2♦: Weak ♥ or any strong hand (except ♥).
2♥: Strong in ♥.
2♠: Weak ♠.
3NT Gambling.
4NT: mm.
1M - 3♣: 7-9 not BAL and SUPP 4+
1M - 3♦: 7-9 BAL and SUPP 4+
SPECIAL FORCING PASS SEQUENCES
At level 2 after RDBL
IMPORTANT NOTES
In 3 rd Opening may be weak (9+ HCP).
PSYCHICS: Rare.

OPENING	TICK IF ARTIFICIAL	MIN. N° OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♣	Natural 11-21 HCP	2♦/2♥/2♠: 16+	1♣ - 1x – 1y: 2♣ forces to 2♦ (weak or INV).	
				BAL 12-14 or 18-19 HCP	3♦/3♥/3♠: SPL	1♣ - 1x – 1y: 2♦ FG.	
					2NT: 11-12	1♣ - 1x – 1y: 2NT forces to 3♣ (weak ♣ or STR w/ 2 suits).	
					3♣: 10-11 SUPP 5+		
					3NT: 13-15	1♣ - 1x – 1y: jump suit show 5-5 and 8-10 H	
1♦		4	4♣	Natural 11-21 HCP	2♥/2♠/3♣: 16+	(1) 2NT: 1444 12-14 HCP	
				BAL 12-14 or 18-19 HCP	3♥/3♠/4♣: SPL	3NT: 1444 15-16 HCP	
					2NT: 11-12		
					3♦: 10-11 SUPP 4+		
					3NT: 13-15		
					2♣: F2NT (1)		
1♥/1♠		5	4♣	Natural 11-21 HCP	SPL	(1) · 3♣: (R) → 3NT: 16+	2NT: SUPP 3 cards 10-12
					Jump raise: PRE	· 3NT: 19-20	Jump oM: SUPP 4+ 10-12
					2ST: SUPP 4+ 10-12 or 16+ (1)		
					3ST: SUPP 4+ 13-15 BAL		
					3♣: 7-9 not BAL and SUPP 4+		
					3♦: 7-9 BAL and SUPP 4+		
1NT		-	4♣	BAL 15-17	STAY; TRF; QUANT		
					3♣/3♦: STR		
					3♥/3♠: SPL w/ (54) mm		
					4♣: MM		
					4♠: mm		
					4♦/4♥: TRF S/T w/o singleton		
2♣	√	0	4♣	BAL 24-25 or 26-27	2♦: NEG	STAY and TRF on 2NT rebid	
				Any FG			
2♦	√	0		· WK ♥	2NT: (R) (1)	(1) · 3♣: WK ♥ 8-10 or STR ♣	
				· STR ♠/♣/♦ (not FG)	2♥: P/C	· 3♦/3♠: STR ♦/♠	
				· BAL 22-23	2♠/3♣/3♦: Positive. F1	· 3♥: WK ♥ 5-7 HCP	
					3♥: PRE if WK ♥	· 3NT: BAL 22-23 HCP	
2♥	√	5	4♣	STR NF			
2♠		5		WK 5-10	2NT: (R)		
2NT		-	4♥	BAL 20-21 HCP	3♣: Puppet STAY	HIGH LEVEL BIDDING	
					3♦/3♥: TRF to ♥/♠		
					3♠: 5♠+4♥		
					4♣/4♦: S/T		
					4NT: QUANT		
3NT	√	-		Gambling. Solid minor.	4♣/5♣: P/C	· Lightner	
					4♦: Ask for singleton	· 4NT QUANT	
					4♥/4♠: suit NF		
					4NT: Ask for length		
3X/4X		6		PRE			
4NT	√	-		PRE mm			